

JavaScript Game Developer

About the Team

We develop online games using PIXI.js and EaselJS and we've developed lots of them. We also have multiple inhouse game frameworks which we continue to improve every single day.

We're open (in fact we encourage it) to using new technologies and development methods as we don't have to support outdated browsers and platforms.

What you'll do

- Build complex, graphic-intensive online games
- Choose the techstack for new features or projects
- Have fun at work and do what you do best

What you won't do

- Work directly with annoying clients
- Support redundant browsers and platforms
- Work on old legacy spaghetti code
- Spend your whole day in boring meetings

Must haves

- Experience with PIXI.js or Easel.js or just vanilla JS
- Experience in building online games
- Experience with Browserify or Webpack
- Experience with git

Bonus skills

- Building complex multiplayer online games
- You know what 16ms is
- Automated testing (Mocha, Selenium)
- You write neat and tidy and use JSDoc

- Company trips to Las Vegas and London every year
- Tailor-made personal career program for development
- Significant bonuses based on personal performance

...And more

- Bonus paid leaves based on performance (20 + 5)
- Budget for the most popular conferences and meetups
- Modern office in the city center with an amazing view
- Awesome mix between all benefits of a large company and all advantages of a creative startup culture
- Optional indoor parking space
- Dope bar every Friday @ our place

Company

- We sponsor open source projects (including Vue.js)
- We're a product orientated company and we do everything inhouse right here in Sofia
- We created BOOST - a training program carefully designed for junior developers

Bonus

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To apply just send your CV to jobs@dopamine.bg